

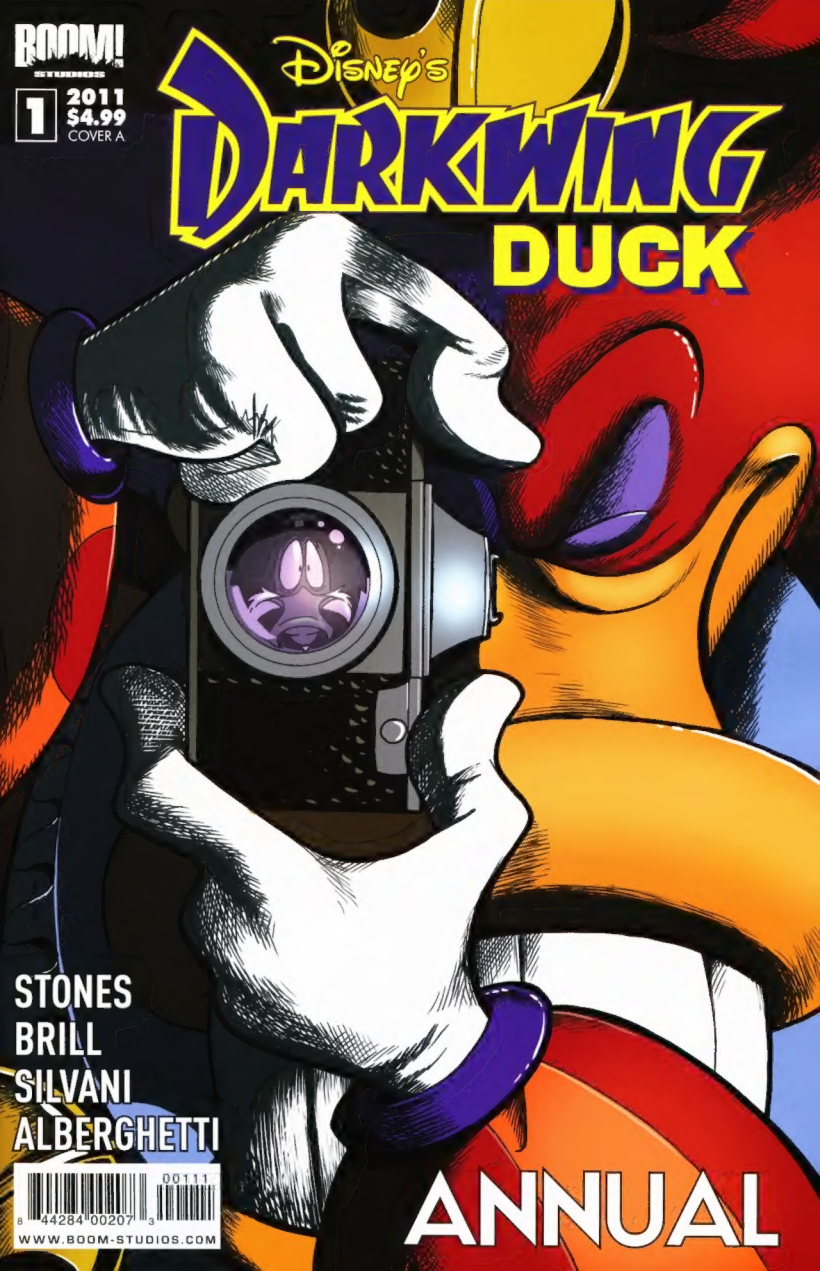
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COVER A

Disney's

DARKWING DUCK



STONES
BRILL
SILVANI
ALBERGHETTI



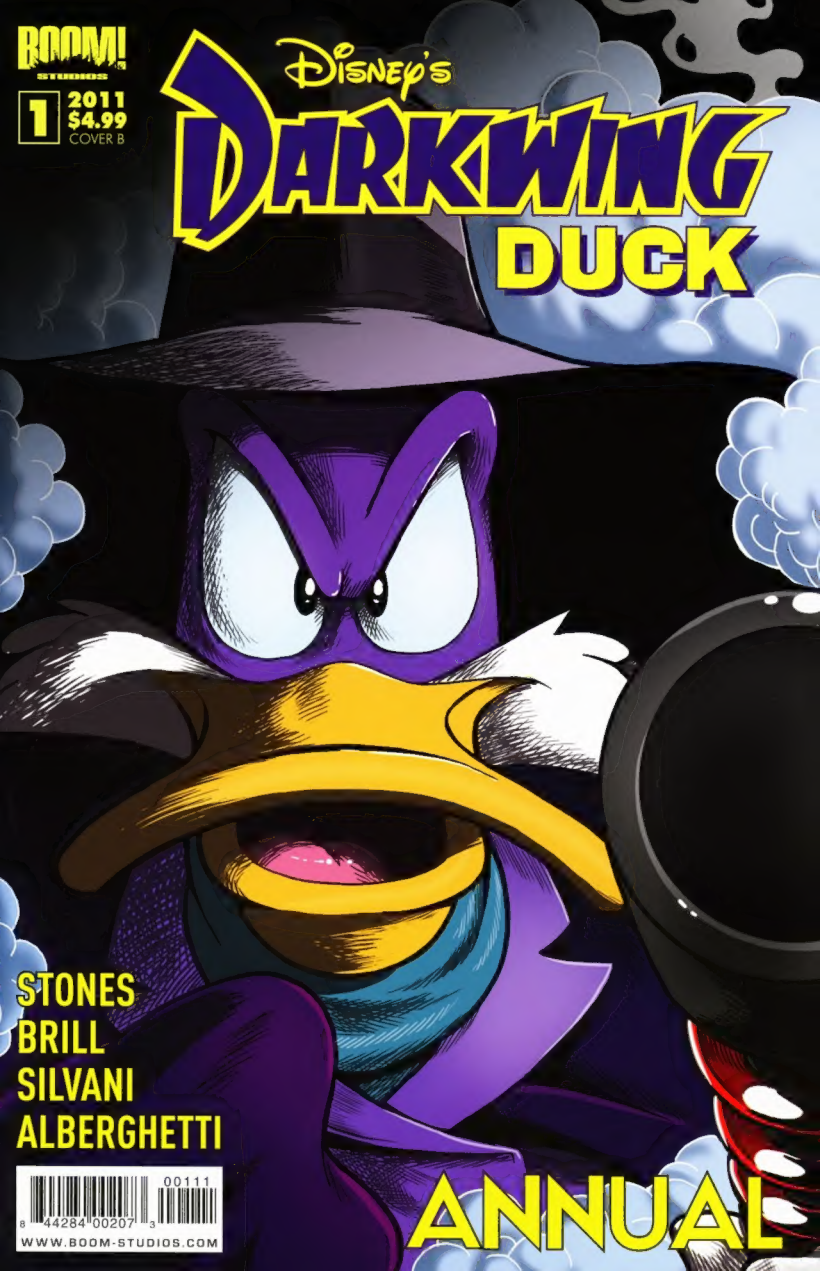
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COVER B

Disney's
**DARKWING
DUCK**



**STONES
BRILL
SILVANI
ALBERGHETTI**



ANNUAL



TOY WITH ME

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ARTIST: SABRINA ALBERGHETTI

COLORIST: LISA MOORE

THE UNTIMELY TERROR OF THE TIME TURTLE

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ARTIST: JAMES SILVANI

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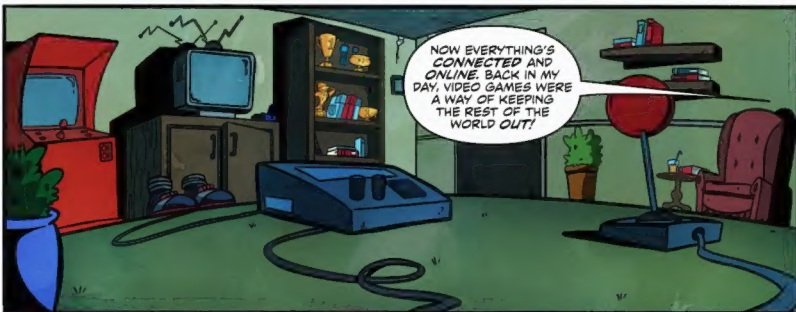
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IT'S GREAT
TO SEE SOMEONE
WHO REMEMBERS
THE GOOD OLD
DAYS.



BACK WHEN
EVERYTHING WAS
IN GLORIOUS 16-BIT.
IT'S THE 35MM OF
VIDEO GAMES,
YOU KNOW?



NOW EVERYTHING'S
CONNECTED AND
ONLINE. BACK IN MY
DAY, VIDEO GAMES WERE
A WAY OF KEEPING
THE REST OF THE
WORLD OUT!



IT DOES ME GOOD
TO TAKE THIS OLD THING
OUT TO TINKER AROUND WITH.
THANKS FOR SUGGESTING
I DO SO. ER...WHAT'S
YOUR NAME AGAIN?

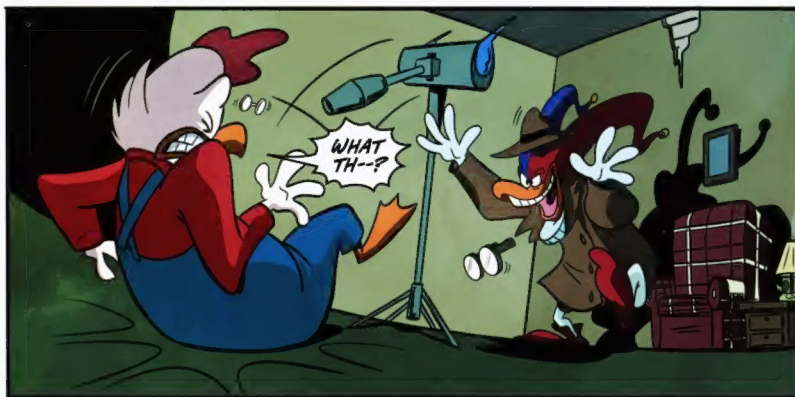
I'M JACK. I
REMEMBER YOU VISITING
THE QUACKWERKS TOY
DEPARTMENT TO DO SOME
CONSULTING WORK, MR.
MANDELBAUM.

THE WHIFFLE BOY
PEOPLE MAY NOT SEE ANY
NEED FOR THE MOLECULAR
DIGITIZER ANYMORE, BUT
I THINK THE ABILITY TO
TRANSPORT MATTER INTO
VIDEO GAMES IS STILL
AMAZING!



THANKS,
JACK! AND CALL
ME ALOYSIUS.

I DON'T KNOW
WHY YOU DON'T WORK
AT QUACKWERKS
ANYMORE. YOU SEEM
LIKE A GOOD
GUY TO ME.







LATER...

"QUACKERJACK TOYS" HUH? SOMETHING TELLS ME THIS ISN'T JUST QUACKERJACK LEAVING US A NICE, INEXPENSIVE SOUVENIR. THE COPS THINK MANDELBAUM WAS KIDNAPPED, BUT I THINK WE FOUND HIM...RIGHT HERE!

ALOYSIUS J. MANDELBAUM WAS TRANSFORMED INTO A TOY!

WHOA, YOU'RE SAYING ALOYSIUS WAS ALTERED INTO ALDERWOOD? WHAT MAKES YOU SAY SO, D.W.? AND HOW, WITHOUT GETTING TOTALLY TONGUE TIED?!

EVER SINCE HE HIT THE STREETS AGAIN, QUACKERJACK HAS BEEN MORE AND MORE RUTHLESS, STOOPING TO LOWS WE'VE NEVER SEEN HIM STOOP TO BEFORE.

THAT SECURITY FOOTAGE OF HIM TAKING OUT THAT CRIMEBOT WAS DISTURBING ENOUGH, AND THE WAY HE TREATED HIS FORMER ALLY MEGAVOLT WAS WORSE!*

WITH SOMEONE THAT SINISTER HAVING ACCESS TO THIS TYPE OF TERRIFYING TOY TINKERING, EVERYONE IS AT RISK. SIMPLE BY-THE-BOOK HEROICS WON'T CUT IT THIS TIME!

I WONDER IF MY ST. CANARD CRIME FILES LIST ANYONE CLOSE TO HIM WE COULD QUESTION ABOUT HIS CURRENT WHEREABOUTS.

GEE, D.W., I'M NOT SURE. SEEMS TO ME QUACKERJACK SPENDS MOST OF HIS TIME TALKING TO THAT CREEPY LITTLE DOLL OF HIS.

*SEE "THE DUCK KNIGHT RETURNS" FOR DETAILS - C.B.

I'VE GOT IT, LAUNCHPAD! QUACKERJACK'S TOY THAT HE'S ALWAYS TALKING TO! IT SEEMS TO BE HIS ONE AND ONLY CONSISTENT COMPANION! HE LOST THE ORIGINAL ONE SOME TIME AGO. IF WE COULD SOMEHOW GET OUR HANDS ON ONE JUST LIKE IT, PERHAPS WE CAN DRAW THE HEINOUS HARLEQUIN OUT INTO THE OPEN...

LAUNCHPAD, GET ME A PILE OF FRUIT AND A BOOK ON ANATOMY!

DON'T YOU REMEMBER THE NAME OF QUACKERJACK'S TOY? YOU WERE JUST ON A ROLL THERE.

OF COURSE I REMEMBER, L.P.!

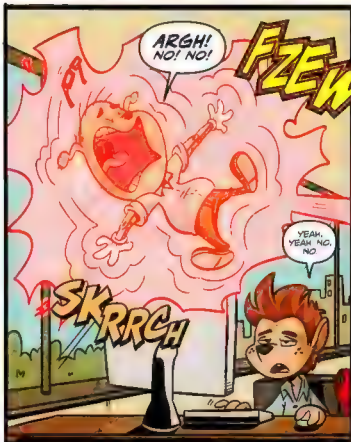
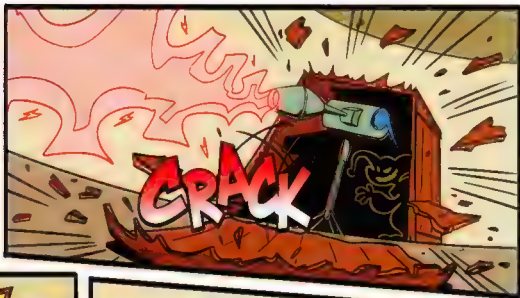
I JUST... WANT TO BE SURE, THAT'S ALL!

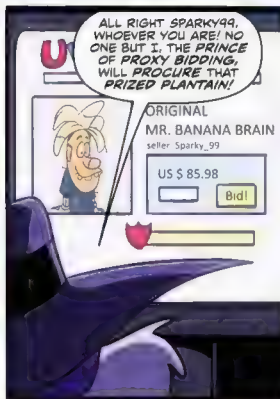
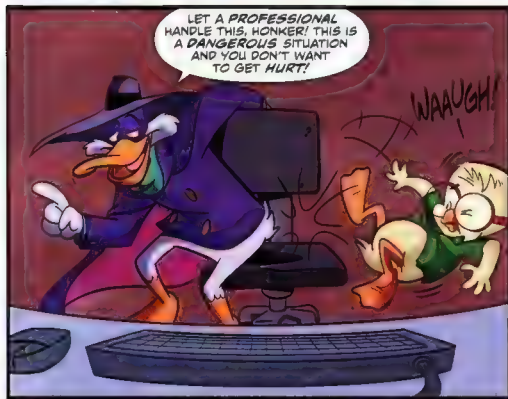
MOMENTS AND \$56.38 IN GROCERY BILLS LATER...

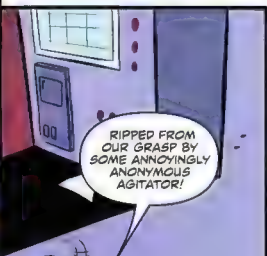
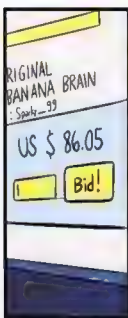
WAS IT MR. TOMATO... EYES? MR. CUCUMBER NOSE? MR. LEMON HEAD?

GRAY FEATHERED ANATOMY

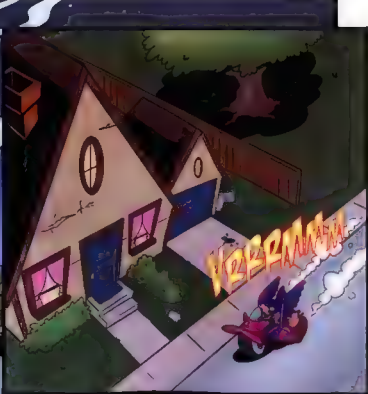


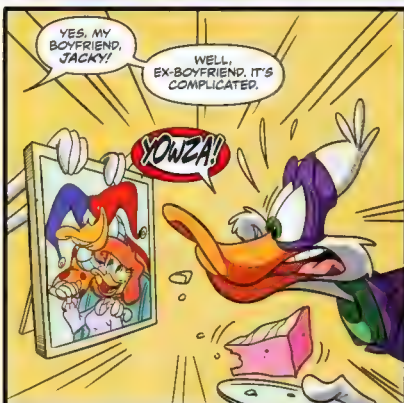
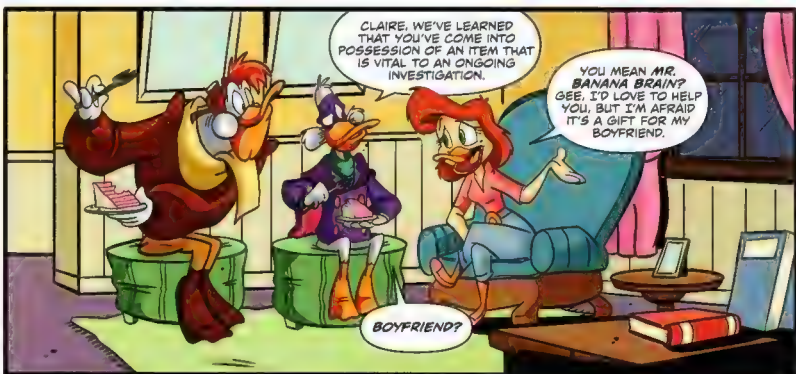












IT'S HARD TO BELIEVE NOW, BUT WHEN JACKY STARTED IN QUACKWERKS' TOY DEPARTMENT, HE WAS...EXCITED!

FINALLY! NEW TOYS, CLASSIC STYLE, MY IDEAS!

HIS EFFORTS WERE MET WITH SOME DIFFICULTY AT FIRST, FROM SOME OF THE HIGHER-UPS.

3PFFFT: OF COURSE YOU'RE TOO SCARED TO RELEASE G.I. MELVINS WITH REAL FIREPOWER IN THEM! THESE GUYS NEVER WANT TO DO ANYTHING FUN!

JACKY EVEN MADE FRIENDS WITH THE PEOPLE IN HIS DEPARTMENT. HE WOULD GO ON AND ON ABOUT HOW MUCH HE LOVED THESE PEOPLE.

YOU GUYS REALLY GET ME, MOST PEOPLE DON'T, BUT YOU GUYS...YOU GUYS ARE THE SMART ONES!

I THOUGHT THAT HAVING A REGULAR LIFE, WITH REGULAR FRIENDS, WOULD STABILIZE HIM.

BUT IF ANY OF THOSE FRIENDS EVEN APPEARED TO GET CLOSE TO ANYONE FROM UPPER MANAGEMENT, JACKY IMMEDIATELY RESENTED IT. HE WAS INSANELY PARANOID THAT THEY WERE STEALING HIS IDEAS.

THE WORK WAS STARTING TO TAKE ITS TOLL ON JACKY, AND I HAVE TO ADMIT, HE NEVER TOOK TO CHALLENGES VERY WELL.

YOU CAN'T DO THAT! YOU CAN'T ASK US TO CHANGE ALL OF JUNGLE JIM'S FRIENDS FROM GORILLAS TO UNICORNS! THE DESIGNS ARE ALREADY IN PRODUCTION AT THE FACTORY!

YOU SEE JACKY AS A VILLAIN. 3SIGHE I THINK JACKY ONLY ENDED UP THAT WAY BECAUSE HE SEES SO MANY OTHERS AROUND HIM AS VILLAINS.

CREATIVITY AND IMAGINATION ARE BEING DESTROYED BY STUPIDITY AND IGNORANCE!

WHY DO THEY HAVE TO RUIN EVERYTHING?

WHY DON'T THEY EVER LISTEN TO ME?

JACKY HAD GOOD IDEAS, HE REALLY DID, BUT HE'S SUCH AN **ECCENTRIC INDIVIDUAL**. YOU CAN IMAGINE HOW HE MAY NOT HAVE BEEN THE BEST FIT FOR THAT COMPANY.



HE WOULD SEE OTHERS GET PROMOTED, PEOPLE WHO **KNEW** HOW TO GET AHEAD IN THAT ENVIRONMENT.

LET'S FACE IT, PEOPLE WHO **PLAYED WELL** WITH OTHERS.



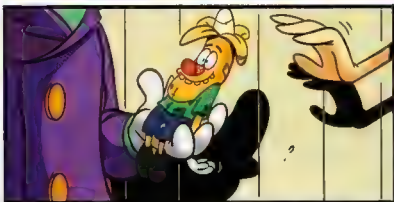
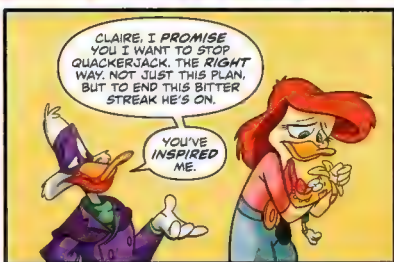
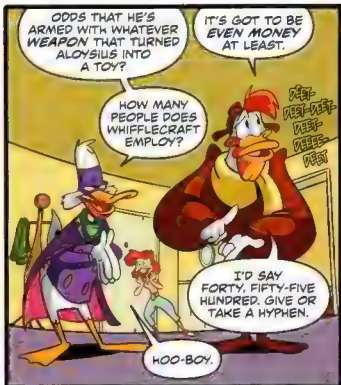
JACKY HAS A GREAT SENSE OF SELF. THAT TURNS BAD WHEN HE MAKES **EVERYTHING** ABOUT HIMSELF. HE SAW OTHERS' SUCCESS AS A REJECTION OF HIM.



THERE WAS NO OTHER PLACE TO GO. WHAT COULD HE DO? THE JOB WAS JUST MAKING HIM **ANGRIER AND ANGRIER**. AFTER A WHILE, HE JUST **SNAPPED!**

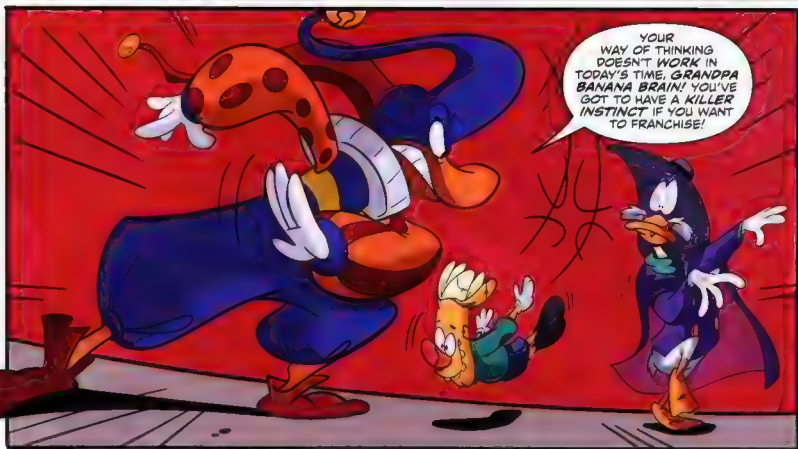
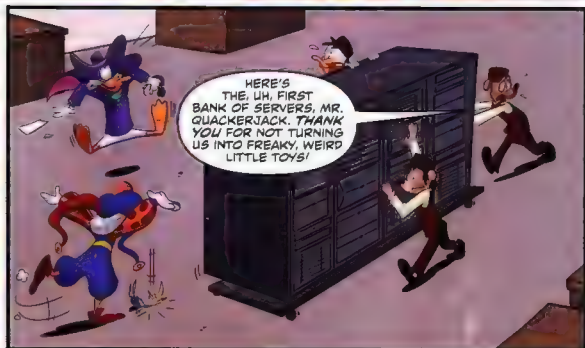
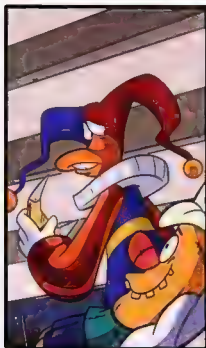


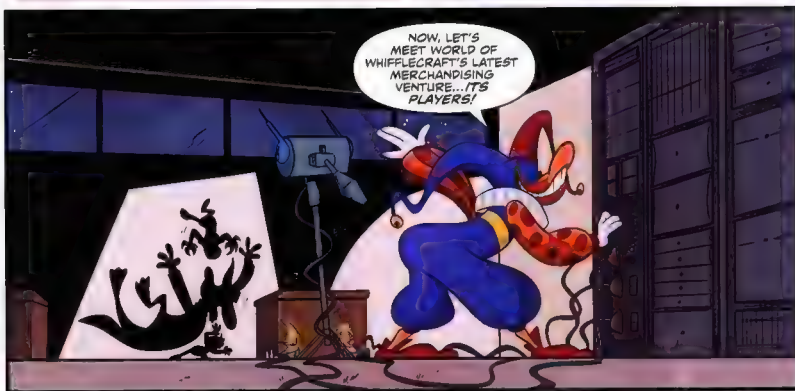




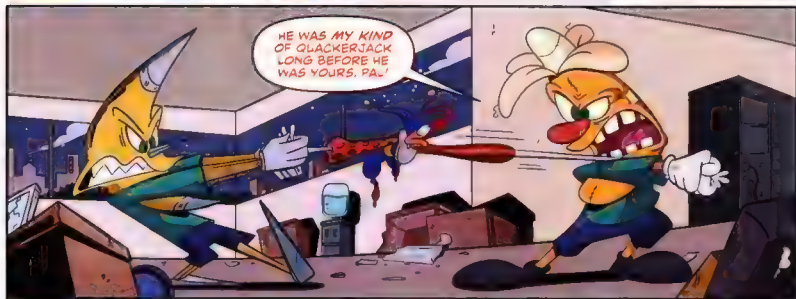
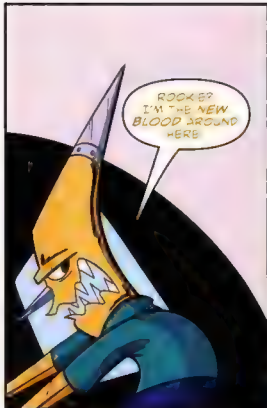


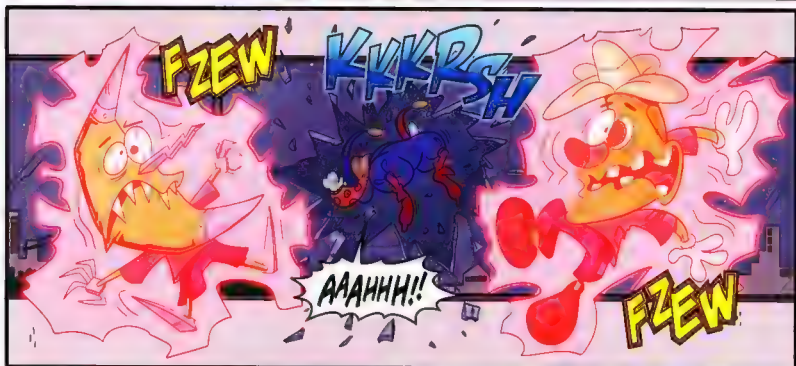
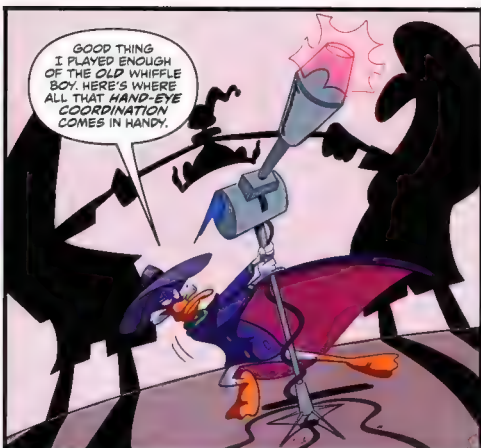


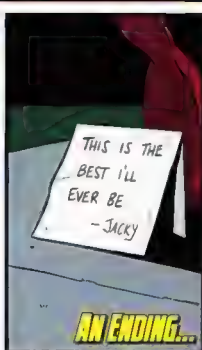
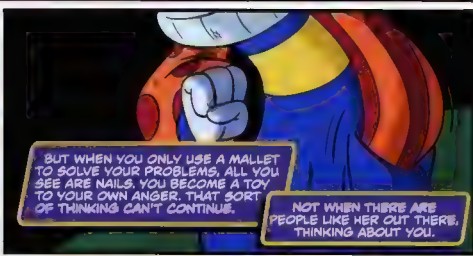












GO SALVIN! ~~DARKWING~~ DUCK

IN

THE UNTIMELY TERROR OF THE TIME TURTLE

WRITTEN BY TAD STONES
ART BY JAMES SILVANI!

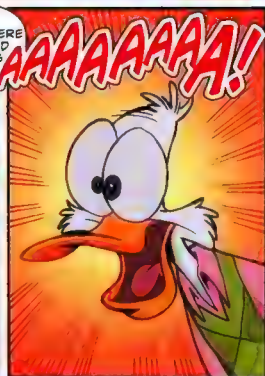
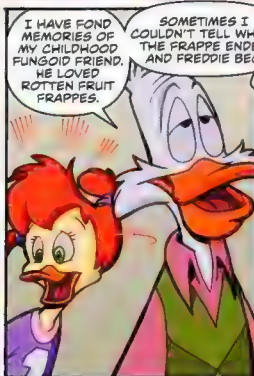
MEET MY
DEMANDS OR
YOU'RE SNAKE
KIBBLE, YOU
DARKWING
DUD!

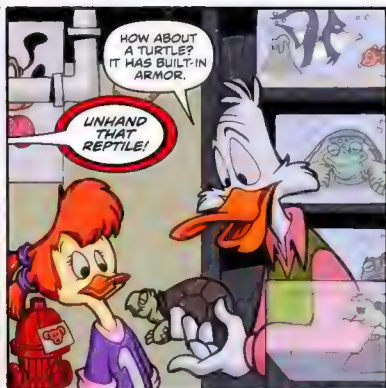
I'M TALKING
A FULL FEATURED,
WEBTENDO 2 BOX
GAME SYSTEM WITH
3D GOGGLES AND 13
SKULL CRUSHER™
SPEAKERS!

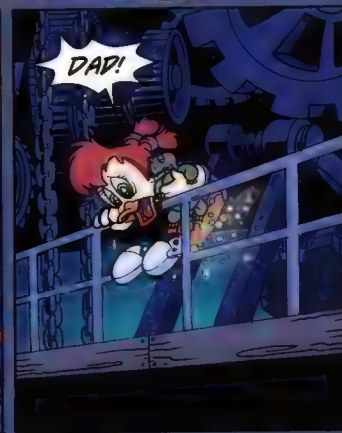
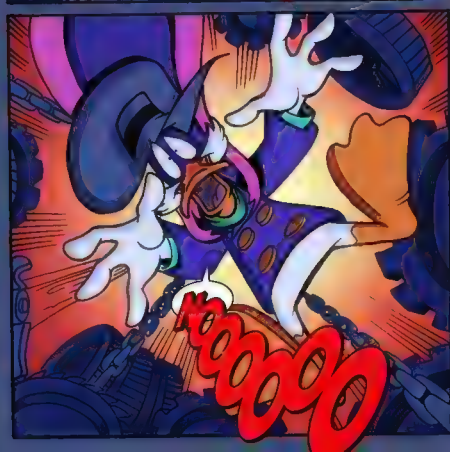
I'LL GET YOU
A GIANT ROBOT!
INSTALL A PIZZA
OVEN IN YOUR ROOM!
ANYTHING!
JUST CALL OFF
YOUR SNAKE!

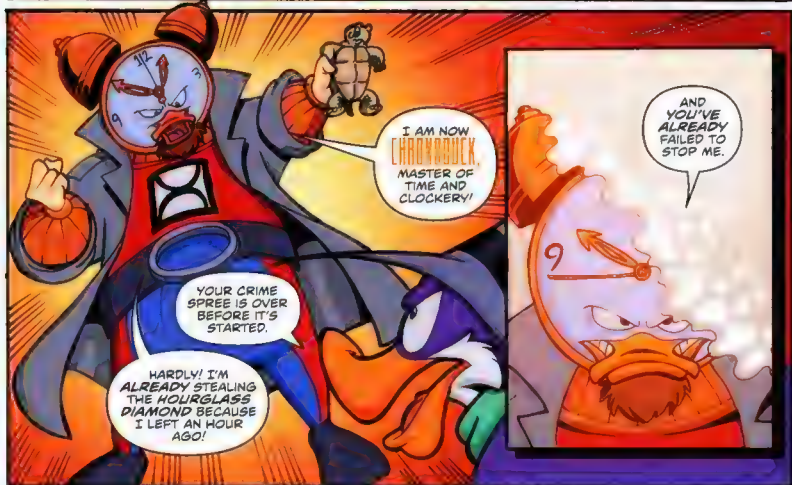
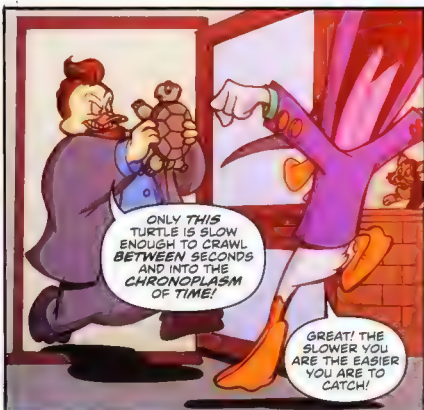
FIRST WE
DISCUSS
BEDTIMES.

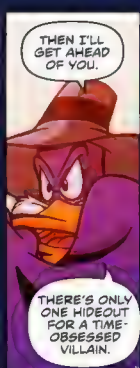
NOT
IN THIS OR
ANY OTHER
LIFETIME!











THEN I'LL
GET AHEAD
OF YOU.

THERE'S ONLY
ONE HIDEOUT
FOR A TIME-
OBSESSED
VILLAIN.



THE
ST. CANARD
CLOCKTOWER!
ULP!



GOSALYN!
WHAT ARE
YOU DOING?

THERE'S A
CLOCK-CRAZY
CRIMINAL TO
CATCH!

YOU CAN'T
CHASE HIM,
DAD. IT'S TOO
DANGEROUS.



UM... YOU'VE
HEARD MY
CATCH PHRASE.
RIGHT?

CAN'T YOU BE
LIN-DANGEROUS
JUST THIS
ONCE?

THERE'S THE
CLOCK TOWER, I
CAN DROP DOWN FROM
THE BUILDING NEXT
TO IT AND CATCH
CHRONODUCK BY
SURPRISE.

BUT I
SAW THE
FUTURE AND IT
DOESN'T END
WELL!

DARKWING
DUCK MAKES
HIS OWN
FUTURE.

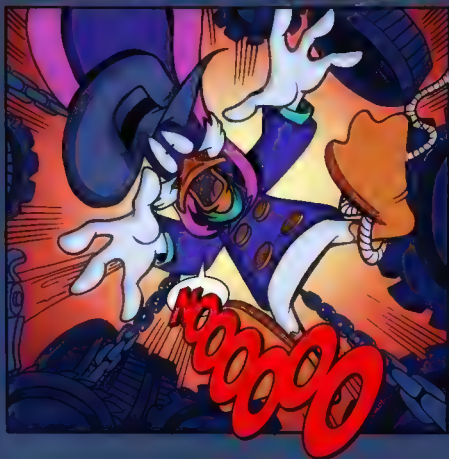


HIGH ATOP ST.
CANARD CLOCK
TOWER...



OMIGOSH!
THIS IS WHERE
IT HAPPENS!

AND
THAT'S A
FUTURE...





NO ONE CAN SURPRISE THE MASTER OF TIME!

HAVE YOU ASKED YOUR TURTLE?

'SPRING?' THAT MAKES NO SENSE.

SPRING



THE ONLY TIME YOU'LL BE DOING IS BEHIND BARS!

QUICK THINKING WITH THAT BUNGEE CORD, GOSALYN.

YEAH. BACK IN A SEC. I HAVE TO LEAVE MYSELF A NOTE

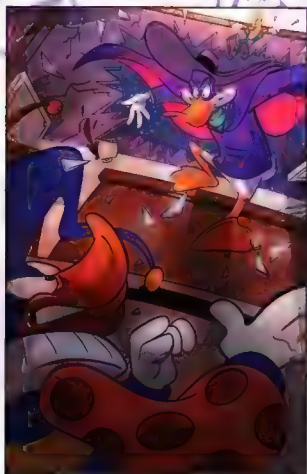


LATER THAT NIGHT, DRAKE MALLARD PONDS THE SPACE-TIME CONTINUUM.

BUT IF I DIDN'T DIE IN THE FIRST PLACE, YOU WOULDN'T HAVE LEFT YOURSELF A NOTE.

BUT IF YOU DIDN'T LEAVE A NOTE I MUST HAVE DIED! DOES THIS MEAN THERE'S A ME THAT'S DEAD?

CAN'T HELP YA, DAD. IT'S TIME TO WALK MY FUNGUS.



The Origin(s) of Darkwing Duck

In the shadows of his hidden lair, Drake Mallard ponders his role in bringing justice to the city of St. Canard, "Criminals are a superstitious, cowardly lot, so my disguise must be able to strike terror into their hearts! I must be a creature of the night..." As if in answer, a duck flies in the open window. Mallard vaults to his feet, "It's an omen! I shall become a DUCK!" He pauses a moment and ponders further, "Wait. I AM a duck. How is this going to work?"

Just what is the "real" origin of Darkwing Duck? You won't get it from me and the duck's not talkin'. If you watched all the episodes of the TV show, you know that Darkwing had at least four origins. Had we another season, he might have had four more.

Any origin I created for D.W. would have been a pale reflection of something already out there in popular culture. He doesn't have superpowers so there wasn't much to explain. At least the multiple origins were an excuse to play with the tropes of comic book icons.

The writers and artists working on the series focused on finding the most entertaining stories for the Duck Knight, not adhering to a strict continuity. It was much like the early superheroes were handled. In fact, although he was created in the nineties, Darkwing Duck is largely a product of the Silver Age of Comics, the comics I read as a kid when they only cost a dime!

In the late fifties, comics were about big concepts, outrageous action and most of all, fun. Darkwing and I owe a huge load of thanks to the famous DC editor, Julius Schwartz, who filled the covers of his comics with a giant, turtle-mutated Jimmy Olsen, ginormous-headed Lois Lane, and any number of super-powered gorillas. Flip through the covers of Carmine Infantino's run on The Flash and you can almost see the duck struggling to break free of the staples. Fat Flash, Old Man Flash, Flash of two worlds? Although I didn't remember the stories, those images have stayed with me my entire life. I even instructed my story editors to "pitch me the comic book cover," meaning the visual, high concept, central idea of the story. An actual Darkwing Duck comic book seemed inevitable.

The origin I CAN tell you about is how the Darkwing Duck TV series was created. It all started with a studio executive who loved catchy titles.

There had been an episode of the fantastically popular DUCKTALES featuring Launchpad McQuack as a secret agent named "Double-O Duck." This executive thought that the concept could make for a hit series and assigned it to me.

I was not thrilled. James Bond had yet to be revitalized and it was years before Austin Powers would mine the inherent goofiness in the idea of a super secret agent. I felt an animated show would just be a parody with no heart or sense of family, ingredients we tried to include in all our shows.

I created a pitch that added Gizmoduck as a partner to Launchpad. It had the prerequisite beats of femme fatales, crazy gadgets and world-coveting villains. I presented it to the powers that be, who summed it up as being just a parody with no heart or sense of family.

For a brief second I felt that warm glow that happens when you are absolutely certain that you and your supremely powerful boss are on the exact same wavelength. That glow was extinguished in the next second when my boss said, "Do it over." You see, he loved that title.

So I did what I should've done in the first place, take the creation of the show seriously and not just do the expected. I threw out the Bond template and reconsidered the nature of a secret organization.

What came to mind was Doc Savage, a pulp hero with an eccentric band of assistants. That led to thoughts of The Shadow and suddenly I was engaged and enthusiastic about the idea. Artists Bob Kline and Mike Peraza, were assigned to the project and soon the world of Double-O Duck took shape. He was a duck of mystery whose motto was "Look good while doing good," a slogan that spoke to his tremendous ego.

My childhood Batman had a Batmobile, a Batplane and Bathelicopters that all sported a huge bat head on front, so of course Double-O Duck was given duck-themed modes of transportation. A mere car seemed boring, so I doodled a duck-beaked motorcycle that mirrored the earth-rattling street machine of Judge Dredd. Character-wise, we added a sidekick to avoid expositional monologues. Since he had been hanging around the series concept from the start, Launchpad was pressed into service.

But the show concept didn't click until we asked ourselves, "What if Batman had to raise a little girl?" Goselyn was the perfect addition. An incorrigible ball of energy who refused to stay at home, she would complicate his life in all sorts of ways. More importantly she would play havoc with his ultra smooth and sophisticated self-image.

My superiors thought it was great, and Buena Vista Distribution, who would be selling the series around the world, were happy. They even gave enameled cloisonné pins featuring a masked, white tuxedoed, Double-O Duck to all the station owners. All the elements were in place.

Except we couldn't use the phrase, "Double-O."

Turns out Ian Fleming made that whole thing up. The phrase is owned by his estate and those who make the Bond movies. They weren't thrilled with the idea of a foible-filled fowl making light of it. Small setback.

In truth, I was never thrilled with the name because I worried potential viewers would make the same mistake I had and assume it to be a tired spy parody instead of the pulp infused, superheroic, action comedy we were planning. Problem was I couldn't come up with a name.

Disney TV Animation actually held a contest for its employees with a \$500 dollar prize for naming the duck. The entries included Deadeye Duck, Danger Duck, the Fantom Fowl, every alliterative combination you can imagine. Interestingly, the winner was Alan Burnett who came up with "Darkwing." I added "Duck" and our star was on his way. Alan took the money and soon after left for Warner Brothers where he worked with Bruce Timm to create the award winning, **BATMAN: THE ANIMATED SERIES**.

Now development began in earnest. Double-O Duck looked like Donald Duck in a mask, hat and cape. Darkwing Duck needed his own look. Toby Shelton redesigned the entire cast, giving Darkwing Duck his distinctive cheeks and outrageously large hat. Other trademarks came as we started writing.

I could recite the Shadow's, "Who knows what evil lurks in the hearts of men?" speech long before I had ever heard an episode of his radio show. I wanted D.W. to have something similar and came up with "I am the terror that flaps in the night. I am Darkwiiiiing Duck!" I told the writers that it must be included in every episode along with his call to action, "Let's... get... dangerous!" But one of our early episodes required Launchpad to stand in for Darkwing and he could never get it right. The closest he got was, "I am the road salt that rusts the underside of your car!" I thought it was hilarious and said we needed to make that part of Darkwing's schtick.

Although I take credit for the creation of Darkwing Duck, you can see that some of the best loved details came from executive whims, development tangents, comic book covers, pulp culture and an incredibly talented staff of writers and artists. I was just smart enough to recognize the gold when it appeared in their pans.

The guys at BOOM! Studios have grasped the core of the Darkwing Duck TV series and adapted it to modern comic book storytelling. They were a little

hesitant to approach me. After all they were taking over the legacy of my character (and by "my" I mean 100% Disney owned and operated). They were even giving him <gasp!> continuity.

I told them that Carl Barks worked on the old Donald Duck cartoons. If he had worried too much about adhering to the world of the animated shorts we would never have Scrooge McDuck, the Beagle Boys, Gladstone Gander, Magica DeSpell and the wonderful universe he created. Darkwing Duck and his family was theirs to play with and I'd help in any way I could.

This book continues the story that reintroduced Darkwing Duck to his fans. The comic has received rave reviews from the fans of the show and even new readers who had never seen the original series. D.W., Launchpad and Gosalyn have landed in good hands and now their story is in yours.

Enjoy!

Tad Stones

KRAK

BOON

BIAM
BIAM
BIAM

OUCH!

NooOoO

MARCH: DUCKS AND STONES

Greetings, folks. I hope everybody's nice and full from all of last month's goodies. Not quite stuffed yet, you say? Well, how's this for dessert? He is the terror that flaps in the night...he is the editorial that shamelessly plugs his all new comic and special annual issue coming out in the same month!

That's right, mallard maniacs, it's a **DARKWING DUCK** double dose, courtesy of the ongoing Disney Afternoon Revolution. Your regularly scheduled program is **DARKWING DUCK #10**, as our purple protagonist teams with his mortal enemy Steelbeak in a desperate attempt to stop the rise of the devious and destructive Duckthulhu, in the second act of the fantastically frightening "F.O.W.L. Disposition!"

But wait...there's so much more! Seriously guys, the amount of love and

support for **DARKWING DUCK** has been absolutely phenomenal, so this month's extra-special **DARKWING DUCK ANNUAL #1** is a small way for us to show our appreciation and thanks to the fans, and we hope you know that we've got plenty more fun to come. What's so extra special about the Annual, you say? How about a whopping 40 pages of brand new, original goodness? Did you think I was kidding when I said a double dose? Not only do you get an oversized tale by our fantastic Darkwing series scribe Ian Brill, featuring the return of the now-more-sinister Quackerjack in the aptly titled "Toy with Me" illustrated by D.W. cover artist Sabrina Alberghetti; but, keep the pages turning for **DARKWING DUCK** series creator Tad Stones as he makes his triumphant homecoming to St. Canard for a

backup tale that's sure to go down in history as "The Untimely Terror of the Time Turtle!"

Anybody still conscious? Then get out to your local comic book shop, and tell them to make yours mallard!

-Chris Burns



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UPCOMING FROM BOOM KIDS!

BOOM KIDS! SPOTLIGHT ON TOY STORY: TOY OVERBOARD

It's vacation time! Andy's taking Woody, Buzz and his two new friends, Jessie and Bullseye, on an exotic cruise to the Caribbean. But when an accident leaves Buzz and Jessie overboard, it's a race against time for the duo to catch up to the boat...or sink to the bottom of the ocean! It's all toys on deck in this brand-new adventure featuring all your favorite characters from the **TOY STORY** films!

This acclaimed storyline from **TOY STORY: TALES FROM THE TOY CHEST #1-4**, by fan-favorite creators Jesse Blum Snider (**TOY STORY: THE RETURN OF BUZZ LIGHTYEAR**) and Morgan Luthi (**WALL-E**), is collected here in one volume for the first time! This deluxe edition also includes exclusive behind-the-scenes art and commentary from Morgan Luthi that you won't find anywhere else, so make sure you order your copy today!

ALSO IN STORES THIS MONTH!



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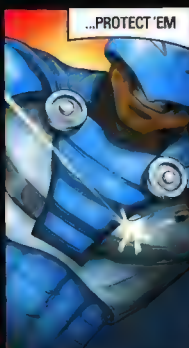
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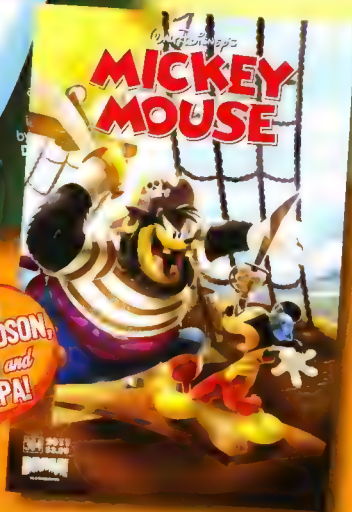
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